# Altaria

70 HP

STAGE 1

Evolves from Swablu

Illus. Kyoko Umemoto

**Poké-BODY** **Safeguard**

Prevent all effects of attacks, including damage, done to Altaria by your opponent's Pokémon-ex.

## Double Wing Attack

Does 20 damage to each Defending Pokémon.

## Dive 50

weakness

resistance -30

retreat cost

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# Beautifly

100 HP

STAGE2

Evolves from Silcoon

Illus. Kagemaru Himeno

**Poké-BODY** **Hunch**

As long as Beautifly's remaining HP is 40 or less, Beautifly does 40 more damage to the Defending Pokémon *(before applying Weakness and Resistance)*.

**Luring Antenna** 20

Before doing damage, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. If you do, this attack does 20 damage to the new Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

**Cutting Wind** 50

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Breloom

80 HP

STAGE 1

Evolves from Shroomish

Illus. Hajime Kusajima

## Leaf Poison 20

If Breloom has any Energy attached to it, the Defending Pokémon is now Poisoned.

## Hustle Punch 70-

During your next turn, Hustle Punch attack's base damage is 50 instead of 70.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Camerupt

90 HP

STAGE 1

Evolves from Numel

Illus. Tomokazu Komiya

## Back Burner

Search your discard pile for up to 2 basic Energy cards and attach them to your Pokémon in any way you like.

## Split Bomb

Choose 2 of your opponent's Pokémon. This attack does 30 damage to each of them. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

# Claydol

80 HP

STAGE 1

Evolves from Baltoy

Illus. Hajime Kusajima

## Poké-POWER Psychic Trace

Once during your turn *(before your attack)*, if Claydol is your Active Pokémon, you may shuffle your hand into your deck. Then, draw a number of cards equal to the number of cards in your opponent's hand. This power can't be used if Claydol is affected by a Special Condition.

## Ancient Mantra 20+

If Claydol has any Energy attached to it, the Defending Pokémon is now Confused. If Claydol has any Energy attached to it, this attack does 20 damage plus 20 more damage.

Weakness

Resistance

Retreat cost

©2005 Pokémon/Nintendo

# Crawdaunt

70 HP

Illus. Tomoko Wakai

STAGE 1

*Evolves from Carphish*

**Poké-BODY** **Dark Protection**

Any damage done to Crawdaunt by your opponent's attacks is reduced by 10 for each Energy attached to Crawdaunt *(after applying Weakness and Resistance)*. You can't reduce more than 20 damage in this way.

**Bubblebeam** 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

**Cross-Cut** 40+

If the Defending Pokémon is an Evolved Pokémon, this attack does 40 damage plus 20 more damage.

weakness | resistance -30 | retreat cost



©2005 Pokémon/Nintendo

# Dusclops

70 HP

STAGE 1

Evolves from Duskull

illus. Tomoko Wakai

## Psychic Removal 20

Flip 2 coins. If both of them are heads, discard all Energy attached to the Defending Pokémon.

## Powerful Hand

Count the number of cards in your hand. Put that many damage counters on the Defending Pokémon. You can't put more than 7 damage counters in this way.

weakness

resistance

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# Gyarados

90 HP

STAGE 1

Evolves from Magikarp

Illus. Hisao Nakamura

## Dragon Spark

This attack does 10 damage to each of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

## Full Retaliation 20×

Does 20 damage times the number of damage counters on all of your Magikarp.

## Pulverize 50+

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 50 damage plus 50 more damage.

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

# Jirachi

60 HP

BASIC

Illus. Sumiyoshi Kizuki

**Poké-Power** **Wishing Star**

Once during your turn *(before your attack)*, if Jirachi is your Active Pokémon, you may look at the top 5 cards of your deck, choose 1 of them, and put it into your hand. Shuffle your deck afterward. Jirachi and your other Active Pokémon, if any, are now Asleep. This power can't be used if Jirachi is affected by a Special Condition.

## Metallic Blow 20+

If the Defending Pokémon has any Poké-Bodies, this attack does 20 damage plus 30 more damage.



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# Ludicolo

100 HP

STAGE 2 *Evolves from Lombre*

*Illus. Atsuko Nishida*

**Poké-POWER** **Swing Dance**

Once during your turn *(before your attack)*, you may draw a card. This power can't be used if Ludicolo is affected by a Special Condition.

## Healing Steps 30

You may discard as many cards as you like from your hand. If you do, remove that many damage counters from Ludicolo.

## Circular Steps 10×

Does 10 damage times the number of Pokémon in play *(both yours and your opponent's)*, excluding Ludicolo.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Metagross

100 HP

STAGE 2 Evolves from Metang

**Poké-POWER** **Super Connectivity**

Once during your turn *(before your attack)*, you may search your discard pile for a ● or ✦ Energy card and attach it to your Active Pokémon. Then, put 1 damage counter on that Pokémon. This power can't be used if Metagross is affected by a Special Condition.

## Link Blast 70

If Metagross and the Defending Pokémon have a different amount of Energy attached to them, this attack's base damage is 40 instead of 70.

weakness resistance

©2005 Pokémon

# Mightyena

70 HP

STAGE 1 - Evolves from Poochyena

## Seek Out

Search your deck for 1 card and put it into your hand. Shuffle your deck afterward

## Pull Away 30

If your opponent has 5 or more cards in his or her hand, your opponent discards a number of cards until your opponent has 4 cards left in his or her hand

weakness | resistance -30 | retreat cost


©2005 Pokémon/Nintendo

# Ninjask

70 HP

STAGE 1

Evolves from Nincada

Poké-BODY **Fast Protection**

Prevent all effects, including damage, done to Ninjask by your opponent's attacks from his or her Basic Pokémon.

**Swords Dance**

During your next turn, Ninjask's Slash attack's base damage is 80.

**Slash** 30

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Shedinja

50 HP

STAGE 1 Evolves from Nincada

Poké-BODY **Empty Shell**

When Shedinja is Knocked Out, your opponent doesn't take any Prize cards.

## Extra Curse

Put 2 damage counters on the Defending Pokémon. If the Defending Pokémon is Pokémon-ex, put 4 damage counters instead

©2005 Pokémon

# Slaking

120 HP

Illus. Atsushiro Aoto

STAGE 2

Evolves from Vigoroth

**Poké-BODY** **Lazy Aura**

As long as Slaking is your Active Pokémon, any damage done by attacks from your opponent's Pokémon-ex is reduced by 30 *(before applying Weakness and Resistance)*.

**Amnesia** 20

Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

**Lazy Headbutt** 70

Slaking is now Asleep.

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

# Deoxys

70 HP

BASIC

Illus. Hironobu Yoshida

**Poké-POWER** **Form Change**

Once during your turn *(before your attack)*, you may search your deck for another Deoxys and switch it with Deoxys. (Any cards attached to Deoxys, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poke-Power each turn.

## Link Blast 40

If Deoxys and the Defending Pokémon have a different amount of Energy attached to them, this attack's base damage is 20 instead of 40

weakness

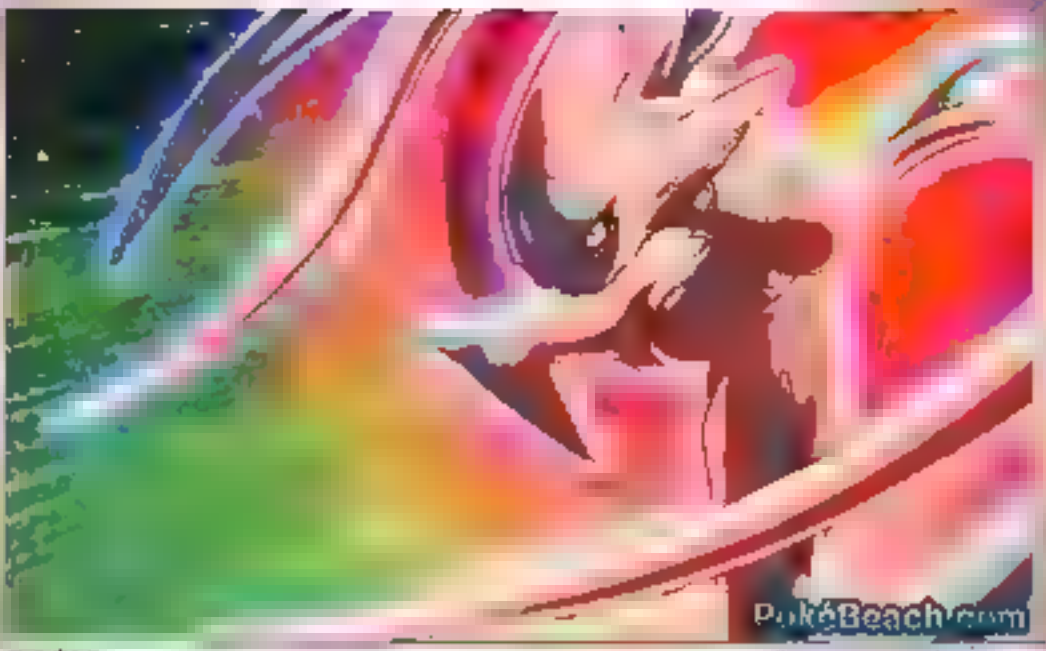
resistance

retreat cost

©2005 Pokémon

# Deoxys

70 HP




BASIC

Illus. Hiroyuki Yoshida

## Poké-POWER Form Change

Once during your turn *(before your attack)*, you may search your deck for another Deoxys and switch it with Deoxys. (Any cards attached to Deoxys, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

## Energy Crush 10+

Does 10 damage plus 10 more damage for each Energy attached to all of your opponent's Pokémon.

Weakness

Resistance

Retreat

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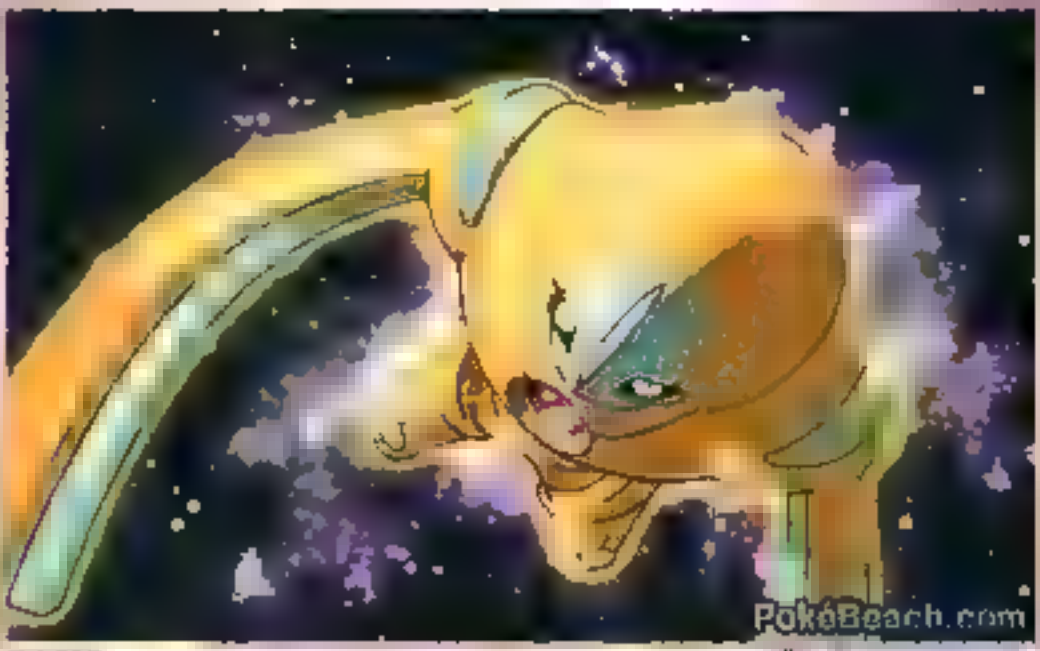
# Deoxys

70 HP




BASIC

**Poké-POWER** **Form Change**

Once during your turn *(before your attack)*, you may search your deck for another Deoxys and switch it with Deoxys. (Any cards attached to Deoxys, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poke-Power each turn.

## Barrier Attack 20

During your opponent's next turn, any damage done to Deoxys by attacks is reduced by 30 *(after applying Weakness and Resistance)*.

weakness

©2005 Pokémon

# Ludicolo

100 HP

Illus. Ken Sugimori

STAGE 2

Evolves from Lombre

## Poké-Power Happy Dance

Once during your turn *(before your attack)*, you may remove 1 damage counter from each of your Pokémon. You can't use more than 1 Happy Dance Poké-Power each turn. This power can't be used if Ludicolo is affected by a Special Condition.

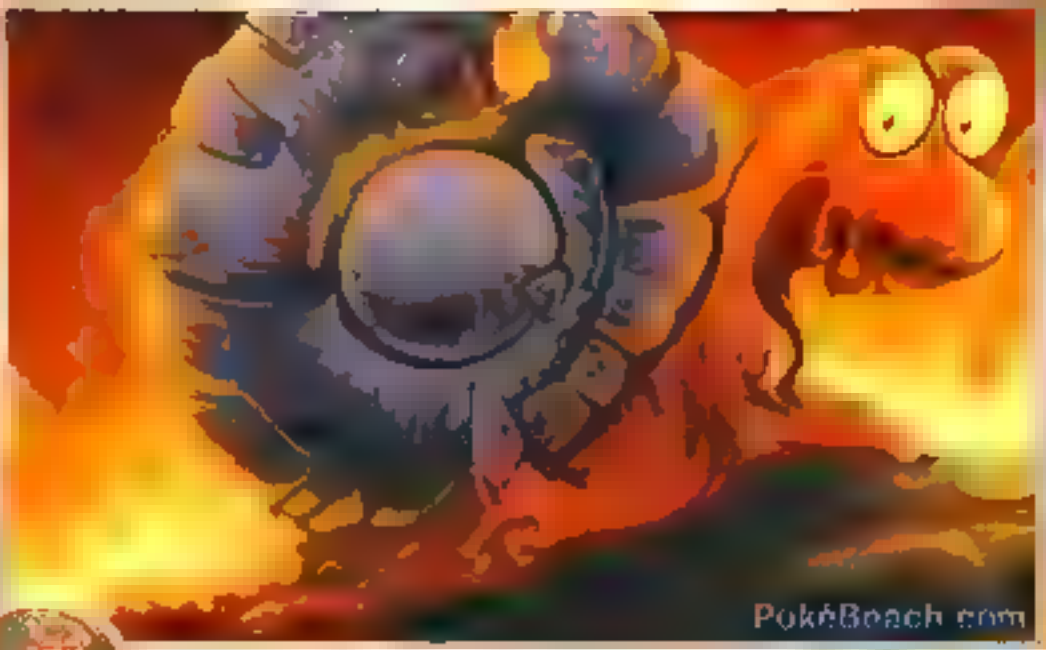
## Water Punch 40+

Flip a coin for each Energy attached to Ludicolo. This attack does 40 damage plus 20 more damage for each heads.

weakness resistance retreat cost

# Magcargo

80 HP




STAGE 1 Evolves from Slugma

**Poké-POWER** **Smooth Over**

Once during your turn *(before your attack)*, you may search your deck for a card. Shuffle your deck, then put that card on top of your deck. This power can't be used if Magcargo is affected by a Special Condition.

**Knock Over** 10

You may discard any Stadium card in play.

**Combustion** 50

Weakness | Resistance | Retreat cost

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# Pelipper

70 HP

STAGE 1

Evolves from Wingull

Illus. Tomokazu Komiya

## Bay Dance 10

During your next turn, if any of your current Active Pokémon does damage to any Defending Pokémon, the attack does 30 more damage *(before applying Weakness and Resistance)*.

## Aqua Sonic 50

This attack's damage is not affected by Resistance

weakness

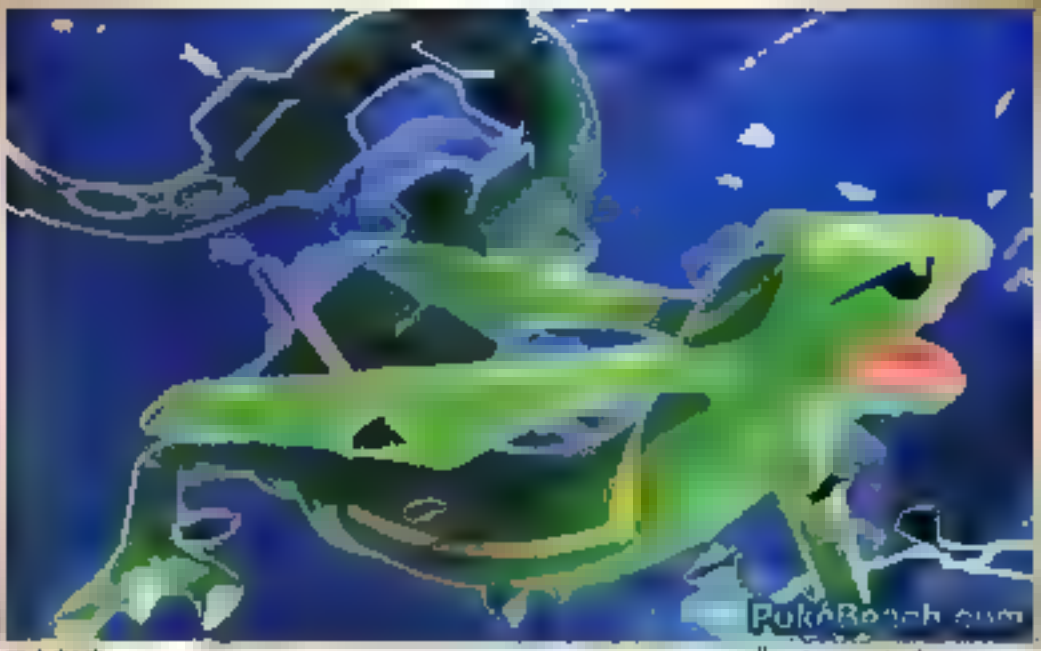
resistance -30

retreat cost

©2005 Pokémon/Nintendo

# Rayquaza

80 HP



BASIC

Illus. Hitoshi Sagiyama

**Poké-BODY** **Dragon Aura**

As long as Rayquaza has any basic Energy cards and any basic Energy cards attached to it, prevent all effects, except damage, by an opponent's attack done to Rayquaza.

## Tumbling Attack 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage.

weakness | resistance | retreat cost

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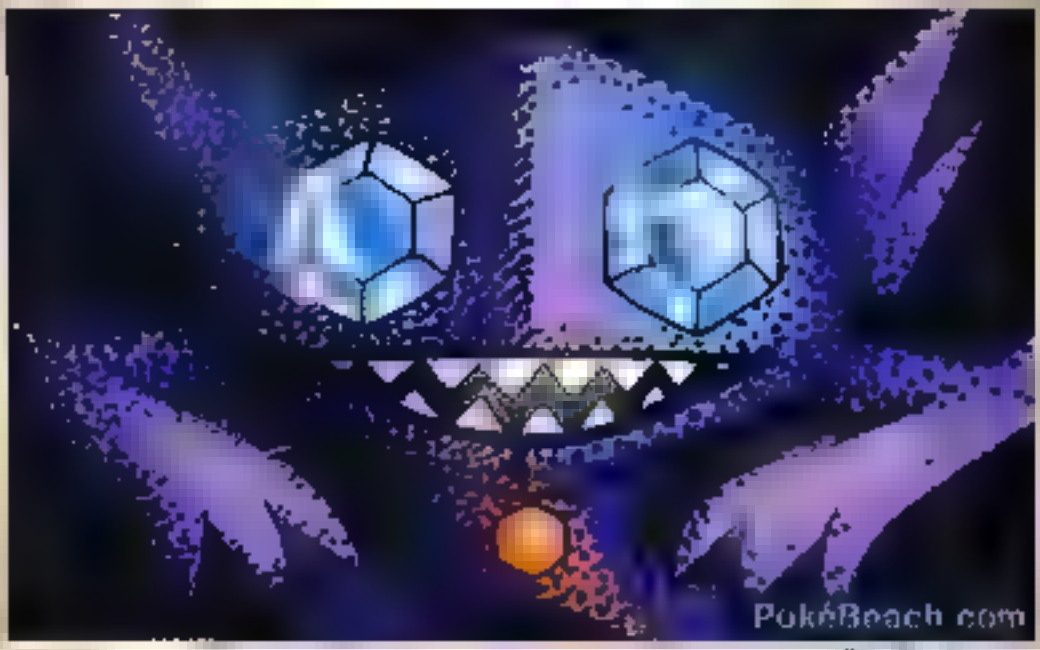
# Sableye

60 HP




BASIC

**Poké-POWER** **Night Vision**

Once during your turn *(before your attack)*, if Sableye is your Active Pokémon, you may look at your opponent's hand. This power can't be used if Sableye is affected by a Special Condition.

**Slash** 10

**Limitation**

Your opponent can't play any Supporter cards from his or her hand during your opponent's next turn.

weakness | resistance -30 | retreat cost

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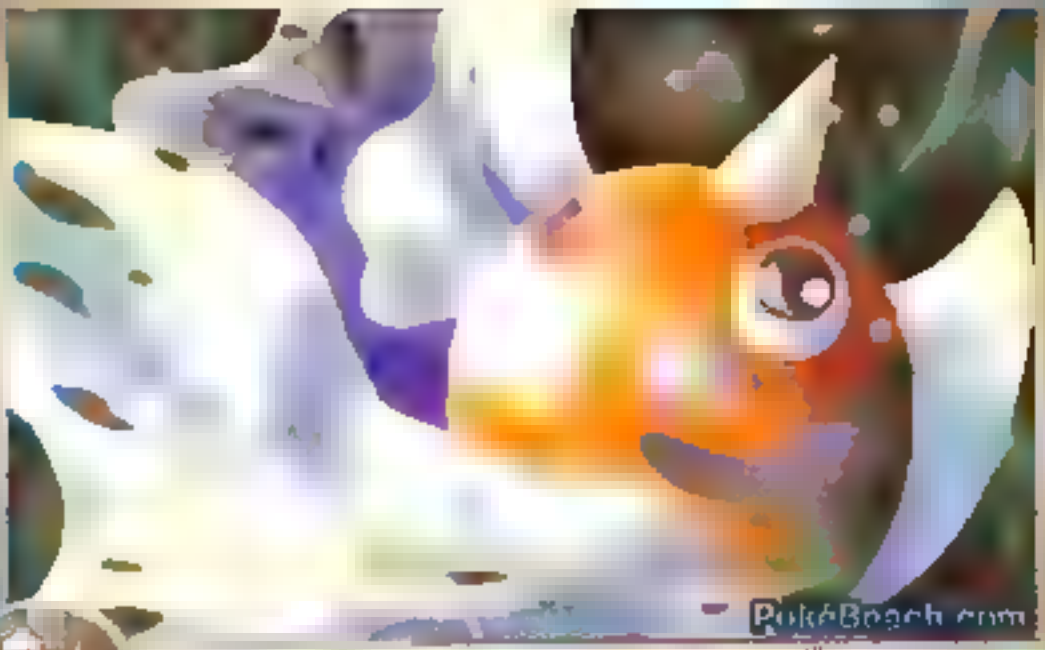
# Seaking

70 HP



PokéBeach.com

STAGE 1

Evolves from Goldeen

Illus. Atsuko Nishida

## Triple Breach

Choose 3 of your opponent's Pokémon. This attack does 10 damage to each of those Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

## Rend 30+

If the Defending Pokémon already has any damage counters on it, this attack does 30 damage plus 20 more damage.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Shiftry

110 HP

STAGE 2 *Evolves from Nuzleaf*

Illus. Kouki Saitou

Poké-Power **Fan Action**

Once during your turn *(before your attack)*, you may switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. Your opponent chooses the Benched Pokémon to switch. This power can't be used if Shiftry is affected by a Special Condition.

**Stadium Power** 50+

If there is any Stadium card in play, this attack does 50 damage plus 20 more damage

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Skarmory

70 HP

BASIC

**POKÉ-BODY** **Metallic Lift**

If Skarmory has any Energy attached to it, the Retreat Cost for Skarmory is 0.

**Spearhead**

Draw a card.

**Heavy Metal** 10+

Flip a coin for each Energy attached to Skarmory. This attack does 10 damage plus 20 more damage for each heads.

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# Tropius

80 HP

BASIC

Illus. Mitsuhiro Arita

## Poké-BODY Tropical Motion

As long as Tropius is your Active Pokémon, your opponent's Active Pokémon have no Resistance.

## Miracle Blow

Flip a coin. If heads, choose 1 Special Condition. The Defending Pokémon is now affected by that Special Condition.

## Stomp 40+

Flip a coin. If heads, this attack does 40 damage plus 20 more damage.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

# Whiscash

90 HP

Illus. Miki Tohriyama

STAGE 1

Evolves from Barboach

## Raging Tremble

Flip a coin. If heads, this attack does 10 damage for each damage counter on Whiscash to each Defending Pokémon. If tails, this attack does 10 damage for each damage counter on Whiscash to the Defending Pokémon.

## Dwindling Wave 70-

Does 70 damage minus 10 damage for each damage counter on Whiscash.

Weakness

Resistance

Retreat cost

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# Xatu

70 HP

STAGE 1 *Evolves from Natu*

**Poké-BODY** **Mirror Coat**

If Xatu is Burned or Poisoned by an opponent's attack *(even if Xatu is Knocked Out)*, the Attacking Pokémon is now affected by the same Special Conditions (1 if there is only 1).

## Dazzle Dance

Each Defending Pokémon is now Confused.

## Psyloop 30+

Does 30 damage plus 30 more damage for each Trainer card your opponent has in play.

Weakness resistance

©2005 Pokémon

# Donphan

80 HP

STAGE 1 *Evolves from Phanpy*

## Spinning Horn

Does 10 damage to each of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

## Rock Hurl 50

This attack's damage is not affected by Resistance.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Golbat

70 HP

STAGE 1 Evolves from Zubat

Poké-BODY **Self-control**

Golbat can't be Paralyzed.

**Spiral Drain** 20

Remove 1 damage counter from Golbat.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Grumpig

80 HP

Illus. Ken Sugimori

STAGE 1 Evolves from Spoink

Poké-BODY **Carefree**

Grumpig can't be Confused.

**Hypnoblast** 20

The Defending Pokémon is now Asleep.

**Extra Ball** 50+

If the Defending Pokémon is Pokémon-ex, this attack does 50 damage plus 30 more damage.

weakness

©2005 Pokémon

# Lombre

70 HP

Illus. Atsuko Nishida

STAGE 1 Evolves from Lotad

**Poké-BODY** **Aqua Lift**

If Lombre has any Energy attached to it, the Retreat Cost for Lombre is 0.

**Ambush** 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Lombre

70 HP

STAGE 1

Evolves from Lotad

Illus. Ken Sugimori

Poké-BODY **Natural Cure**

When you attach a Energy card from your hand to Lombre, remove all Special Conditions from Lombre.

**Blot** 20

Remove 2 damage counters from Lombre.

weakness resistance retreat cost

©2007 Pokémon/Nintendo

# Lotad

50 HP

BASIC

Illus. Atsuko Nishida

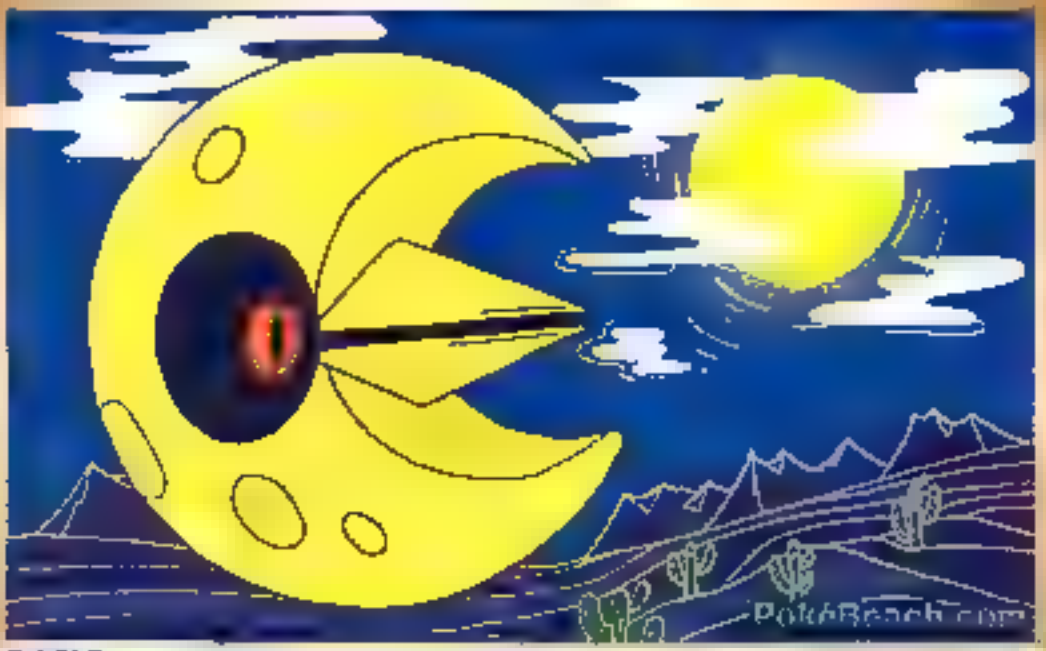
## Surprise 10

Choose 1 card from your opponent's hand without looking. Look at the card you chose, then have your opponent shuffle that card into his or her deck.

weakness resistance retreat cost

# Lunatone

60 HP




BASIC

Illus. Ayaka Imamoto

**Poké-BODY** **Moonglow**

The Retreat Cost for each Solrock you have in play is 0.

## Foresight

Look at the top 5 cards of either player's deck and put them back on top of that player's deck in any order.

## Target Beam 20+

Does 20 damage plus 10 more damage for each Solrock you have in play.

weakness resistance retreat cost

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# Magcargo

80 HP

Illus. Ayo Kusube

STAGE 1

Evolves from Slugma

**Headbutt** 20

**Burning Ball** 50

If Magcargo has at least 2 Energy attached to it, the Defending Pokémon is now Burned.

weakness

resistance

retreat cost

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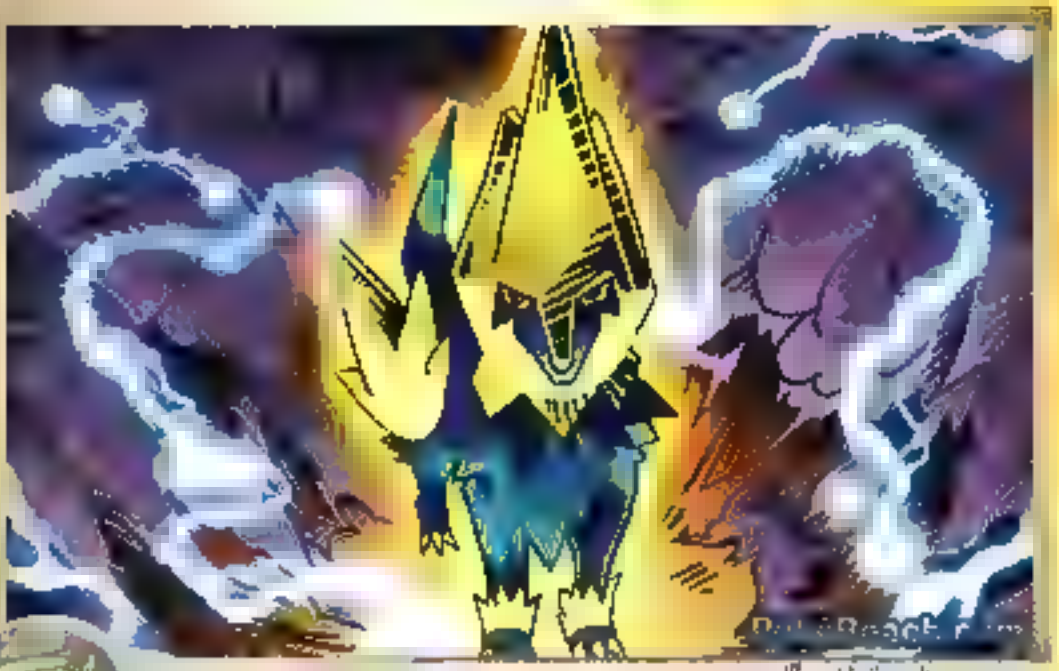
# Manectric

70 HP



Illus. Hajime Kusanuma

STAGE 1

Evolves from Electrike

## Thunder Spear

Choose 1 of your opponent's Pokémon This attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

## Magnetic Tackle 40+

You may do 40 damage plus 10 more damage for each Energy attached to Manectric. If you do, Manectric does 10 damage to itself

weakness | resistance -30 | retreat cost



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# Masquerain

60 HP

STAGE 1 Evolves from Surskit

Illus. Atsuhiro Aoki

Poké-BODY **Intimidating Pattern**

As long as Masquerain is your Active Pokémon, any damage done by an opponent's attack is reduced by 20 *(before applying Weakness and Resistance)* You can't use more than 1 Intimidating Pattern Poké-Body each turn.

**Stun Spore** 20

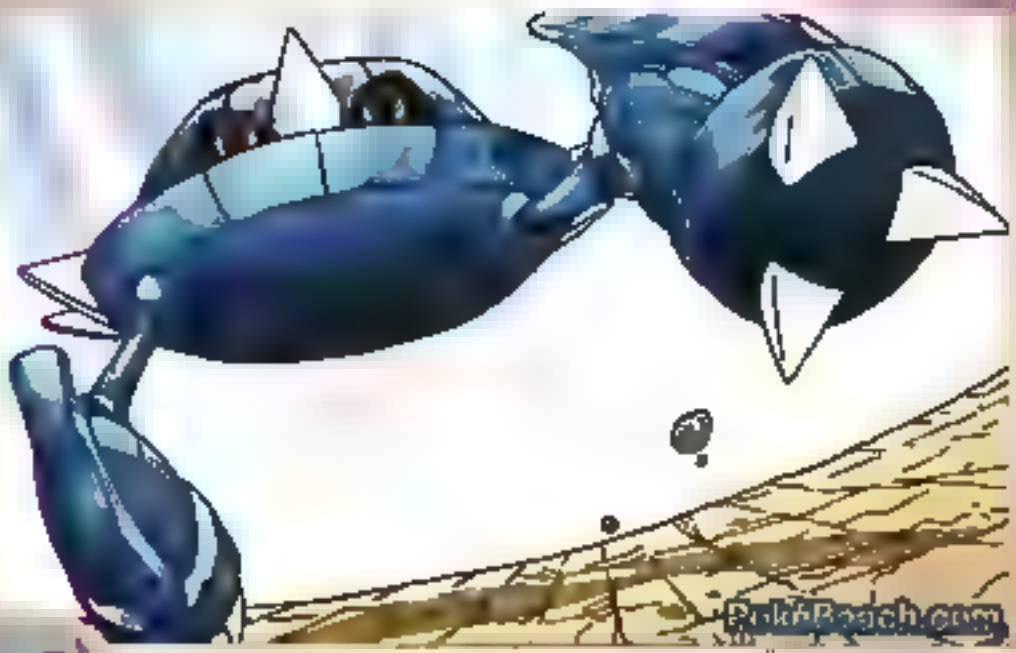
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance -30 retreat cost

©2005 Pokémon/Nintendo

# Metang

80 HP




STAGE 1

Evolves from Beldum

**Psychic Boom** 10+

Does 10 damage plus 10 more damage for each Energy attached to the Defending Pokémon

**Quick Blow** 40+

Flip a coin. If heads, this attack does 40 damage plus 20 more damage.

weakness

resistance

retreat cost

# Minun

60 HP

BASIC

Illus. Hayme Kusuwara

## Sniff Out

Put any 1 card from your discard pile into your hand.

## Negative Spark

Does 20 damage to each of your opponent's Pokémon that has any Poké-Bodies. Don't apply Weakness and Resistance.

| weakness | resistance | retreat cost |
| --- | --- | --- |
| | | |



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# Nosepass

60 HP

BASIC

Illus. Sumiyoshi Asuka

**Poké-Power** **Magnetic Reversal**

Once during your turn *(before your attack)*, if Nosepass is your Active Pokémon, you may flip a coin. If heads, switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. This power can't be used if Nosepass is affected by a Special Condition.

**Sharpen** 10

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Nuzleaf

70 HP

STAGE 1

Evolves from Seedot

Illus. Kouki Saitou

## Eerie Light

The Defending Pokémon is now Confused.

## One-Two Strike 30+

Flip 2 coins. This attack does 30 damage plus 20 more damage for each heads.

weakness resistance retreat cost

# Plusle

60 HP

BASIC

Illus. Hiromo Kusuno

## Call for Family

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

## Positive Spark

Does 20 damage to each of your opponent's Pokémon that has any Poké-Powers. Don't apply Weakness and Resistance.

weakness | resistance | retreat cost

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# Shelgon

80 HP

Illus. Ayo Kusube

STAGE 1 Evolves from Bagon

**Poké-BODY** Hard Protection

Prevent all damage done to Shelgon by attacks from your Pokémon.

## Rock Smash 30+

Flip a coin. If heads, this attack does 30 damage plus 10 more damage.

weakness

resistance -30

retreat cost

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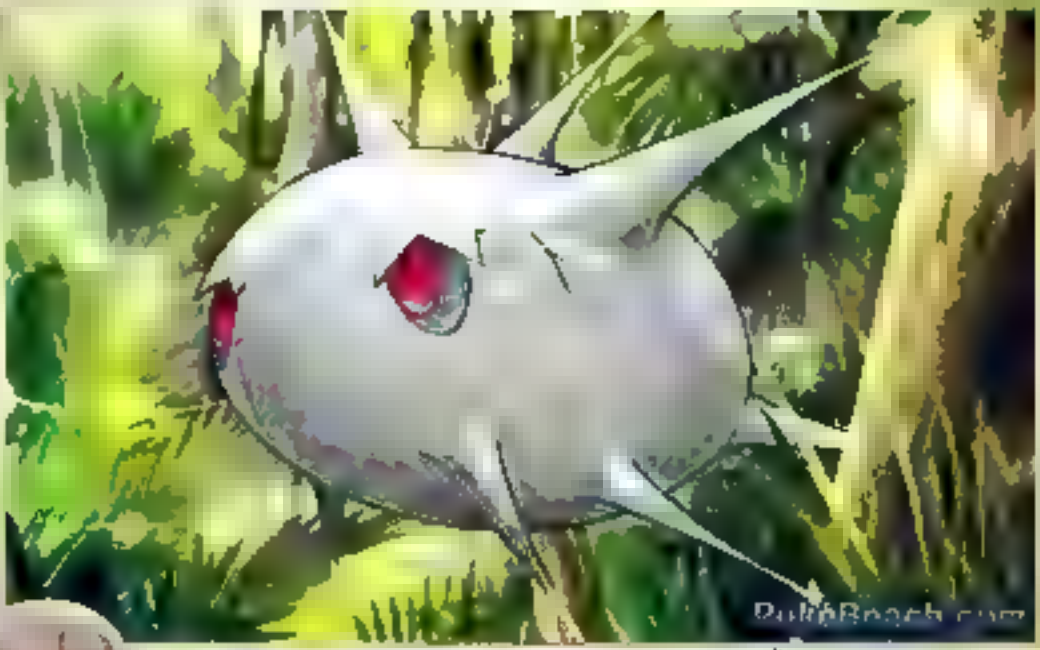
# Silcoon

80 HP



STAGE 1

Evolves from Wurmple

Illus. Kagemaru Himeno

## Ram 10

## Advanced Armor

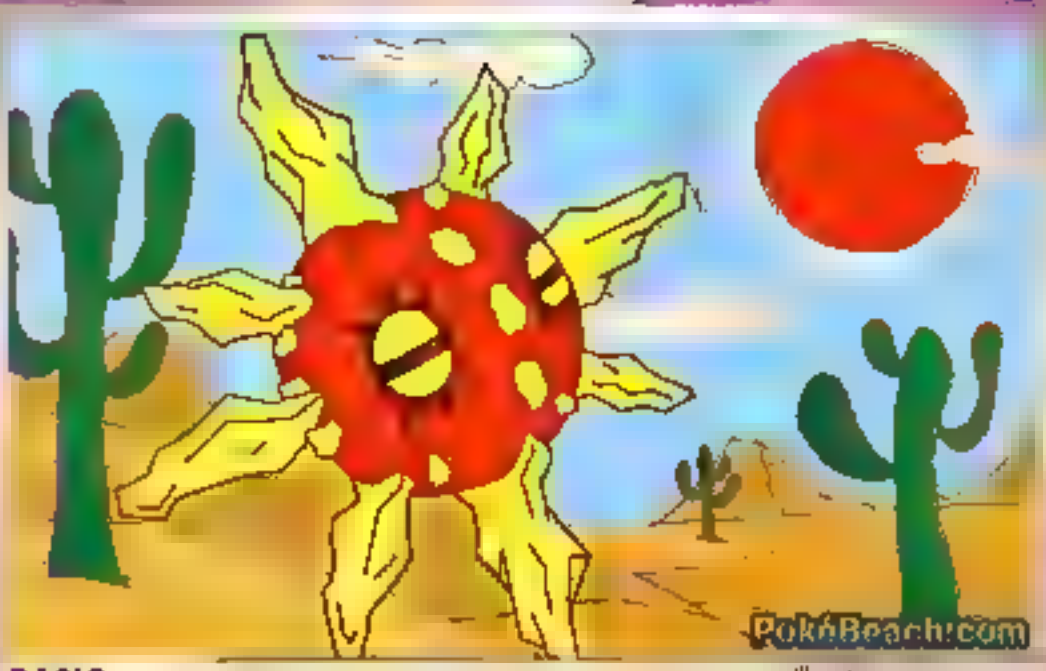
During your opponent's next turn, prevent all effects of attacks, including damage, done to Silcoon by your opponent's Evolved Pokémon

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

# Solrock

70 HP




BASIC

Illus. Ayaka Yamamoto

Poké-BODY **Sunbeam**

The maximum HP for each Lunatone you have in play is now 80.

## Scorching Light

Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon is now Burned.

## Reflected Beam

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon for each Lunatone you have in play. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness

resistance

retreat cost

©2005 Pokémon

# Starmie

70 HP

STAGE 1

Evolves from Staryu

Poké-BODY **Core Guard**

As long as Starmie has any Energy attached to it, damage done to Starmie by attacks is reduced by 10 *(after applying Weakness and Resistance)*

## Energy Flip

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokemon.)* You may move an Energy attached to that Pokemon to another of your opponent's Pokémon.

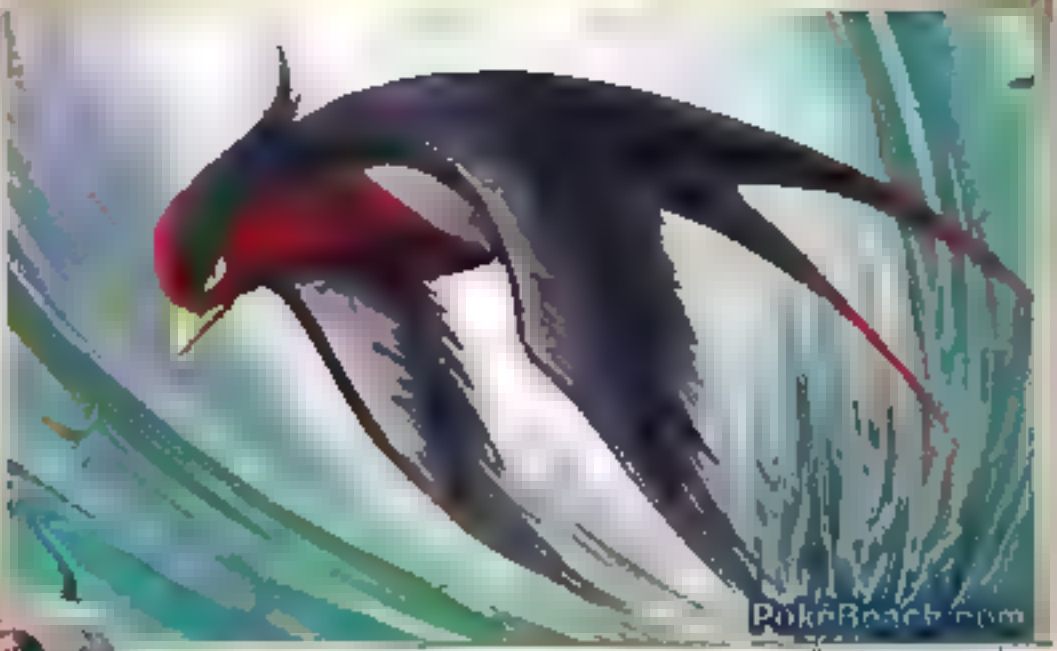
## Psychic Boom 10+

Does 10 damage plus 10 more damage for each Energy attached to the Defending Pokemon.

weakness resistance retreat

# Swellow

70 HP




Illus. Midori Harada

STAGE 1

Evolves from Taillow

## Mid-air Crush

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Flip a coin. If heads, your opponent discards 1 Energy card, if any, attached to that Pokémon.

## Nosedive 40

Flip a coin. If tails, Swellow does 10 damage to itself

weakness

resistance -30

retreat cost

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# Vigoroth

80 HP

STAGE 1

Evolves from Slakoth

Illus. Mitsuhiro Arita

Poké-BODY **Vigorous Aura**

As long as Vigoroth is your Active Pokémon, attacks by each player's Active Pokémon (both if there are 2) do 10 more damage to any Active Pokémon *(before applying Weakness and Resistance)*.

**Scratch** 30

weakness | resistance | retreat cost

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# Weezing

70 HP

STAGE 1

*Evolves from Koffing*

Illus. Hiroo Nakamura

## Liability

Put damage counters on the Defending Pokémon until it is 10 HP away from being Knocked Out. Weezing does 70 damage to itself

## Smogscreen 20

The Defending Pokémon is now Poisoned. If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

weakness resistance retreat cost

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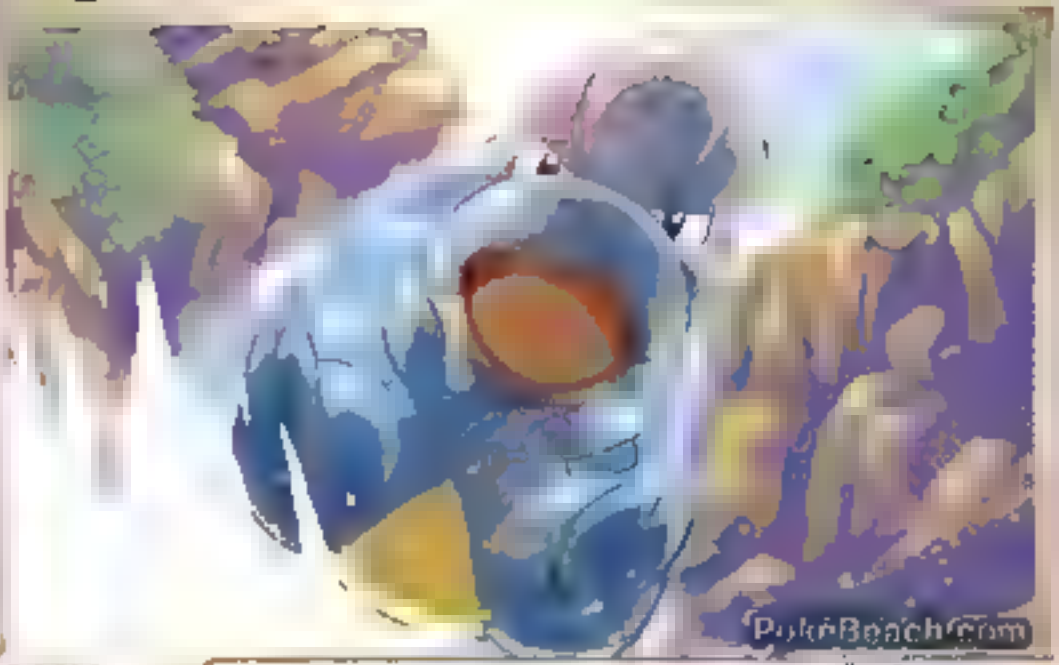
# Bagon

50 HP




BASIC

Illus. Takao Unno

## Singe

Flip a coin. If heads, the Defending Pokémon is now Burned.

## Doubleslap 10x

Flip 2 coins. This attack does 10 damage times the number of heads.

weakness

resistance -30

retreat cost

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# Baltoy

50 HP

BASIC

## Spinning Attack 10

## Selfdestruct 40

Does 10 damage to each Benched Pokemon *(both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)* Baltoy does 50 damage to itself.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Barboach

50 HP

PokéBeach.com

BASIC

Illus. Miki Tanaka

## Amnesia

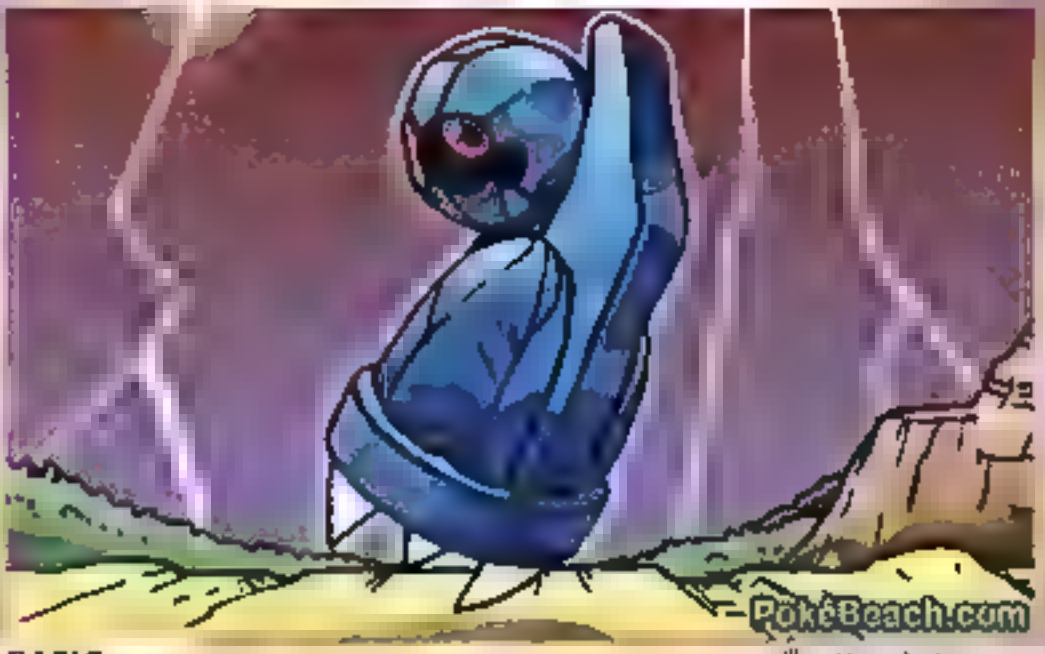
Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

## Tackle 10

weakness resistance retreat cost

# Beldum

50 HP




BASIC

Illus. Hisao Nakai

## Flip Over 30

Beldum does 10 damage to itself, and don't apply Weakness and Resistance to this damage.

weakness

resistance

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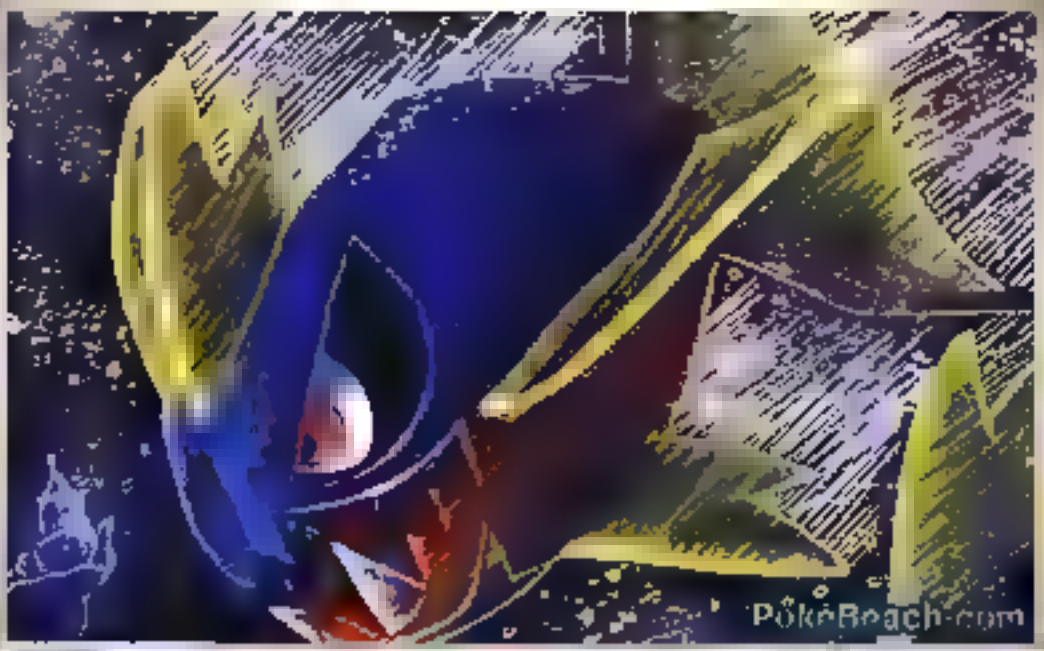
# Carvanha

50 HP




BASIC

## Sharp Fin 10

## Rage 10+

Does 10 damage plus 10 more damage for each damage counter on Carvanha.

weakness | resistance -30 | retreat cost

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# Corphish

40 HP

BASIC

Illus. Takao Jono

Poké-BODY **Exoskeleton**

Any damage done to Corphish by attacks is reduced by 10 *(after applying Weakness and Resistance)*.

**Double Chop** 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Duskull

40 HP

BASIC

Illus. Tomoko Wakai

## Paralyzing Gaze

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

## Will-o'-the-wisp 20

weakness

resistance

retreat

©2005 Pokémon

# Electrike

50 HP

BASIC

Illus. Naoyo Kimura

## High Voltage

Flip a coin. If heads, your opponent can't play Trainer cards from his or her hand during his or her next turn.

## Gnaw 20

weakness | resistance -30 | retreat cost

©2005 Pokémon/Nintendo

# Electrike

50 HP

BASIC

Illus. Hiroki Fuchino

## Recharge

Search your deck for a Energy card and attach it to Electrike. Shuffle your deck afterward.

## Quick Attack 10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

weakness | resistance | retreat cost



©2005 Pokémon/Nintendo

# Goldeen

50 HP

BASIC

Illus. Atsuko Nishida

## Supersonic

Flip a coin. If heads, the Defending Pokémon is now Confused.

## Waterfall 10

weakness resistance retreat cost

# Koffing

50 HP

BASIC

Illus. Hisao Nakamura

## Smog

The Defending Pokémon is now Poisoned.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

# Lotad

50 HP

BASIC

Illus. Ken Sugimori

**Rain Splash** 10

**Aqua Wave** 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

weakness resistance retreat cost

# Magikarp

30 HP

BASIC

Illus. Hisao Nakamura

## Leap Out

Switch Magikarp with 1 of your Benched Pokémon.

## Rage 10+

Does 10 damage plus 10 more damage for each damage counter on Magikarp.

weakness resistance retreat cost

# Makuhita

50 HP

BASIC

Illus. Asuka Iwashita

## Thrust 10

Flip a coin. If tails, this attack does nothing. If heads, discard 1 Energy card attached to the Defending Pokémon.

## Rising Lunge 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

Weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

# Natu

50 HP

BASIC

Poké-BODY **Mirror Coat**

If Natu is Burned or Poisoned by an opponent's attack *(even if Natu is Knocked Out)*, the Attacking Pokémon is now affected by the same Special Conditions (1 if there is only 1).

**Razor Wind** 20

Flip a coin. If tails, this attack does nothing.

weakness resistance retreat cost

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# Nincada

50 HP

BASIC

Illus. Yukiko Baba

## Dig Under

Choose 1 of your opponent's Pokémon This attack does 10 damage to that Pokémon This attack's damage isn't affected by Weakness or Resistance.

## Scratch 20

weakness

resistance

retreat cost

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# Numel

40 HP

BASIC

Illus. Tomokazu Komiya

**Poké-BODY** **Dense**

Any damage done to Numel by attacks from Evolved Pokémon *(both yours and your opponent's)* is reduced by 20 *(after applying Weakness and Resistance)*.

**Ram** 10

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Phanpy

50 HP

BASIC

Illus. Yuka Morii

## Corkscrew Punch 10

## Double Spin 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

Weakness

resistance

retreat cost

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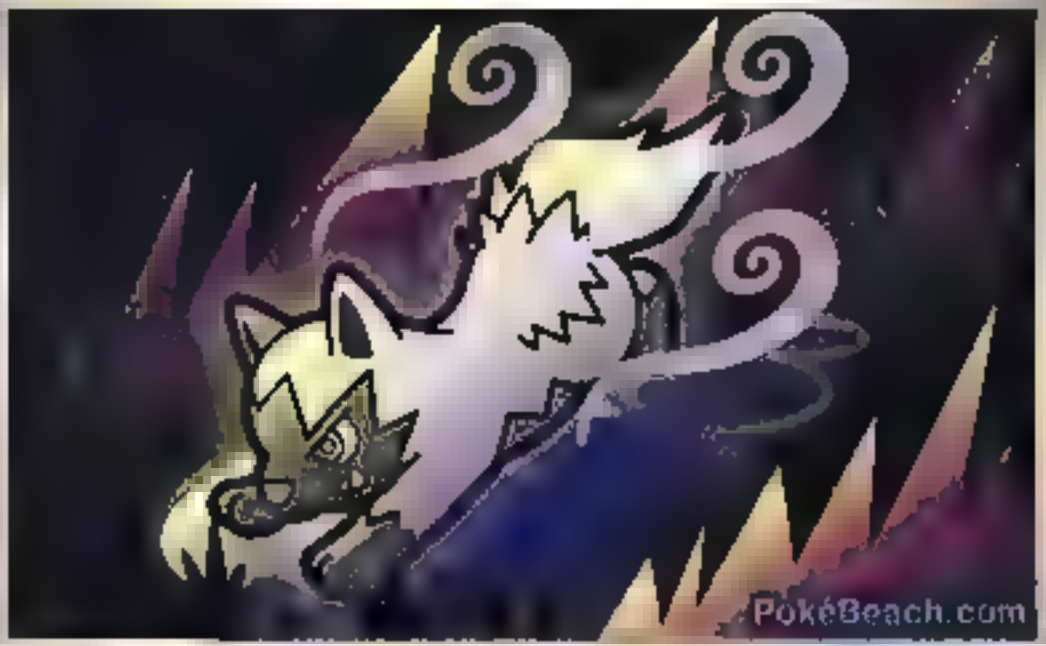
# Poochyena

50 HP




BASIC

## Surprise

Choose 1 card from your opponent's hand without looking. Look at the card you chose, then have your opponent shuffle that card into his or her deck.

## Sharp Fang 20

weakness | resistance -30 | retreat cost

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# Seedot

40 HP

BASIC

Illus. Kouki Saitou

## Collect

Draw a card.

## Quick Attack 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

# Shroomish

40 HP

BASIC

Illus. Kanako Eo

## Stun Spore

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

## Trip Over 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness

resistance -30

retreat cost

©2005 Pokémon/Nintendo

# Slakoth

40 HP

BASIC

Illus. Tokoo Ohno

## Yawn

The Defending Pokémon is now Asleep.

## Flail 10x

Does 10 damage times the number of damage counters on Slakoth.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

# Slugma

50 HP

BASIC

Illus. Aya Kusube

**Collect**
Draw a card.

**Combustion** 10

weakness resistance retreat cost

©2005 Pokémon/Nintendo

# Slugma

50 HP

BASIC

Illus. Atsuko Tanaka

**Magma Ring** 10

The Defending Pokémon can't retreat during your opponent's next turn.

**Flare** 20

weakness

resistance

retreat cost

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# Spoink

50 HP

BASIC

Illus. Ken Sugimori

## Hypnotic Gaze

The Defending Pokémon is now Asleep.

## Flop 20

weakness

resistance

retreat cost

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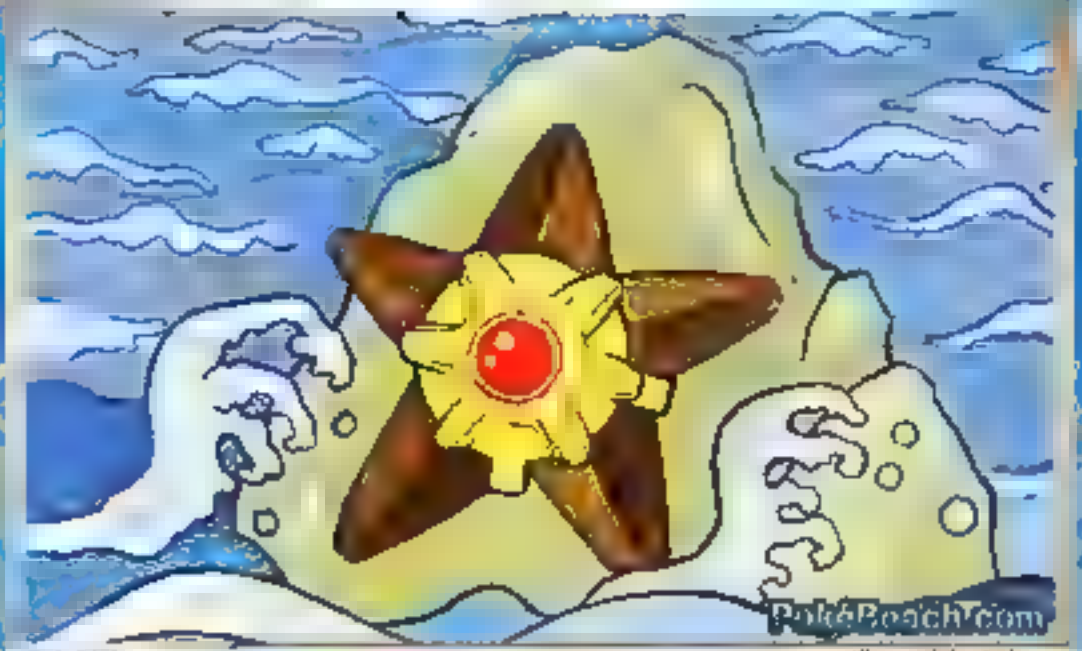
# Staryu

50 HP




BASIC

Illus. Yukiko Baba

## Rapid Spin 10

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any. You switch Staryu with 1 of your Benched Pokémon, if any.

weakness resistance retreat cost

# Surskit

50 HP

BASIC

Illus. Mitsuhiro Arita

## Agility 10

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Surskit during your opponent's next turn.

weakness resistance retreat cost

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# Swablu

40 HP

BASIC

Illus. Kyoko Umemoto

**Poké-BODY** **Fluff**

Whenever Swablu would be damaged or affected by an opponent's attack and already has at least 1 damage counter on it, flip a coin. If heads, prevent all effects of that attack, including damage, done to Swablu.

**Peck** 10

weakness

resistance -30

retreat cost

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# Taillow

40 HP

BASIC

Illus. Midori Harada

## Fly 10

Flip a coin. If tails, this attack does nothing. If heads, prevent all effects of an attack, including damage, done to Taillow during your opponent's next turn.

weakness

resistance -30

retreat cost

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# Wingull

50 HP

BASIC

Illus. Tomokazu Komiya

## Quick Attack 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness

resistance -30

retreat cost

# Wurmple

50 HP

BASIC

## Ascension

Search your deck for a card that evolves from Wurmple and put it on Wurmple. (This counts as evolving Wurmple.) Shuffle your deck afterward.

## Miracle Essence

Flip a coin. If heads, choose 1 Special Condition. Each Defending Pokémon is now affected by that Special Condition.

weakness | resistance | retreat cost

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# Zubat

50 HP

BASIC

Illus. Yoshiko Adachi

Poké-BODY **Self-control**

Zubat can't be Paralyzed.

**Bite** 10

weakness resistance retreat cost

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TRAINER

Pokémon Tool

# Balloon Berry

Illus. Keiji Kinebuchi

Attach Balloon Berry to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

As long as Balloon Berry is attached to a Pokémon, that Pokémon's Retreat Cost is 0. When this Pokémon retreats, discard Balloon Berry.

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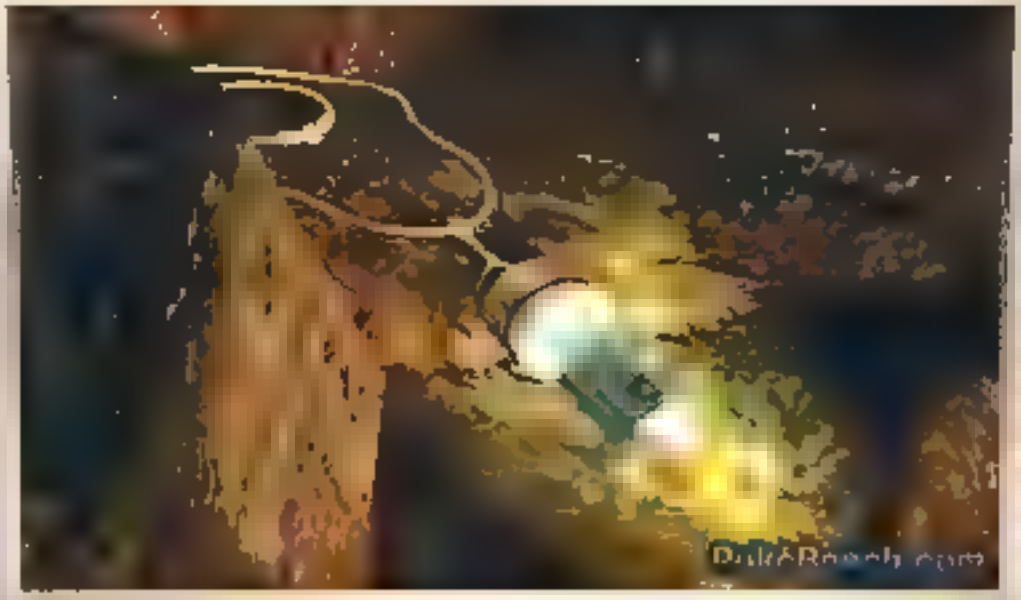
TRAINER

Pokémon Tool

# Crystal Shard



Illus. Jungo Suzuki

Attach Crystal Shard to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

As long as this card is attached to a Pokémon, that Pokémon's type is ✱. If that Pokémon attacks, discard this card at the end of the turn.

TRAINER

# Energy Charge

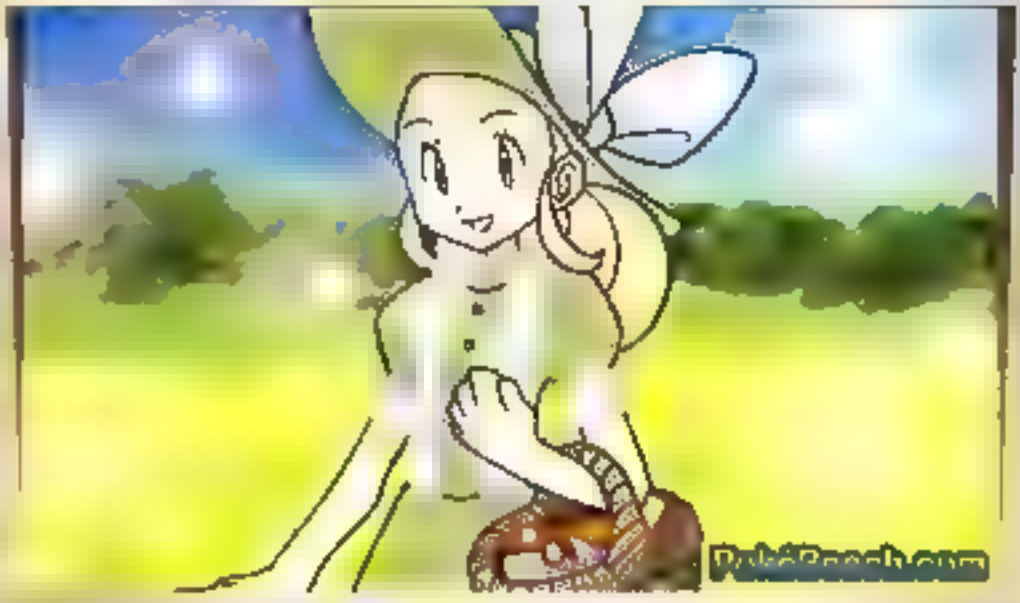
Illus. Keiji Kinebuchi

Flip a coin. If heads, search your discard pile for 2 Energy cards (1 if there is only 1), show them to your opponent, and shuffle them into your deck.

TRAINER

Supporter

# Lady Outing




You can play only one Supporter card each turn When you play this card, put it next to your Active Pokémon When your turn ends, discard this card

Search your deck for up to 3 different types of basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

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TRAINER

# Master Ball

Look at the top 7 cards from your deck. Choose a Basic Pokémon or Evolution card from those cards, show it to your opponent, and put it into your hand. Put the other 6 cards back on top of your deck. Shuffle your deck afterward.

TRAINER

Stadium

# Meteor Falls

Illus. Ryo Ueda

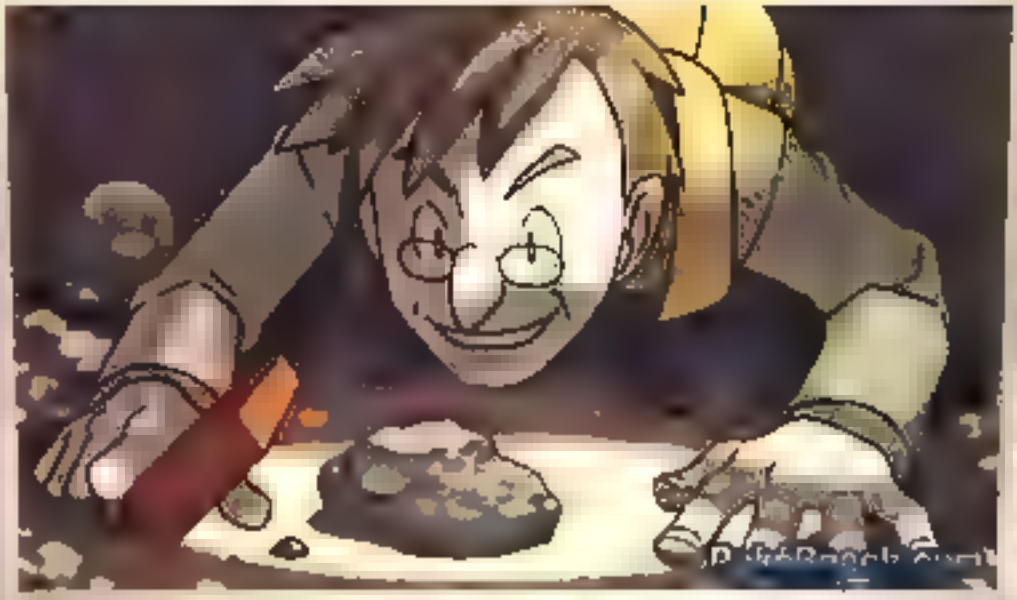
This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Each player's Active Evolved Pokémon (excluding Pokémon-ex) can use any attack from its Basic Pokémon or its Stage 1 Evolution card. (You still have to pay for that attack's Energy cost.)

TRAINER

Supporter

# Professor Cozmo's Discovery



Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card

Flip a coin. If heads, draw the bottom 3 cards of your deck. If tails, draw the top 2 cards of your deck.

TRAINER

Stadium

# Space Center

This card stays in play when you play it. Discard this card if another Stadium card comes into play

Ignore Poké-Bodies for all Basic Pokémon in play *(both yours and your opponent's)* (excluding Pokémon-ex and Pokémon that has an owner in its name).

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TRAINER

Pokémon Tool

# Strength Charm

Illus. Keiji Kinebuchi

Attach Strength Charm to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

Whenever an attack from the Pokémon that Strength Charm is attached to does damage to the Active Pokémon, the attack does 10 more damage *(before applying Weakness and Resistance)*. Discard Strength Charm at the end of the turn in which this Pokémon attacks.

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ENERGY

PokéBeach.com

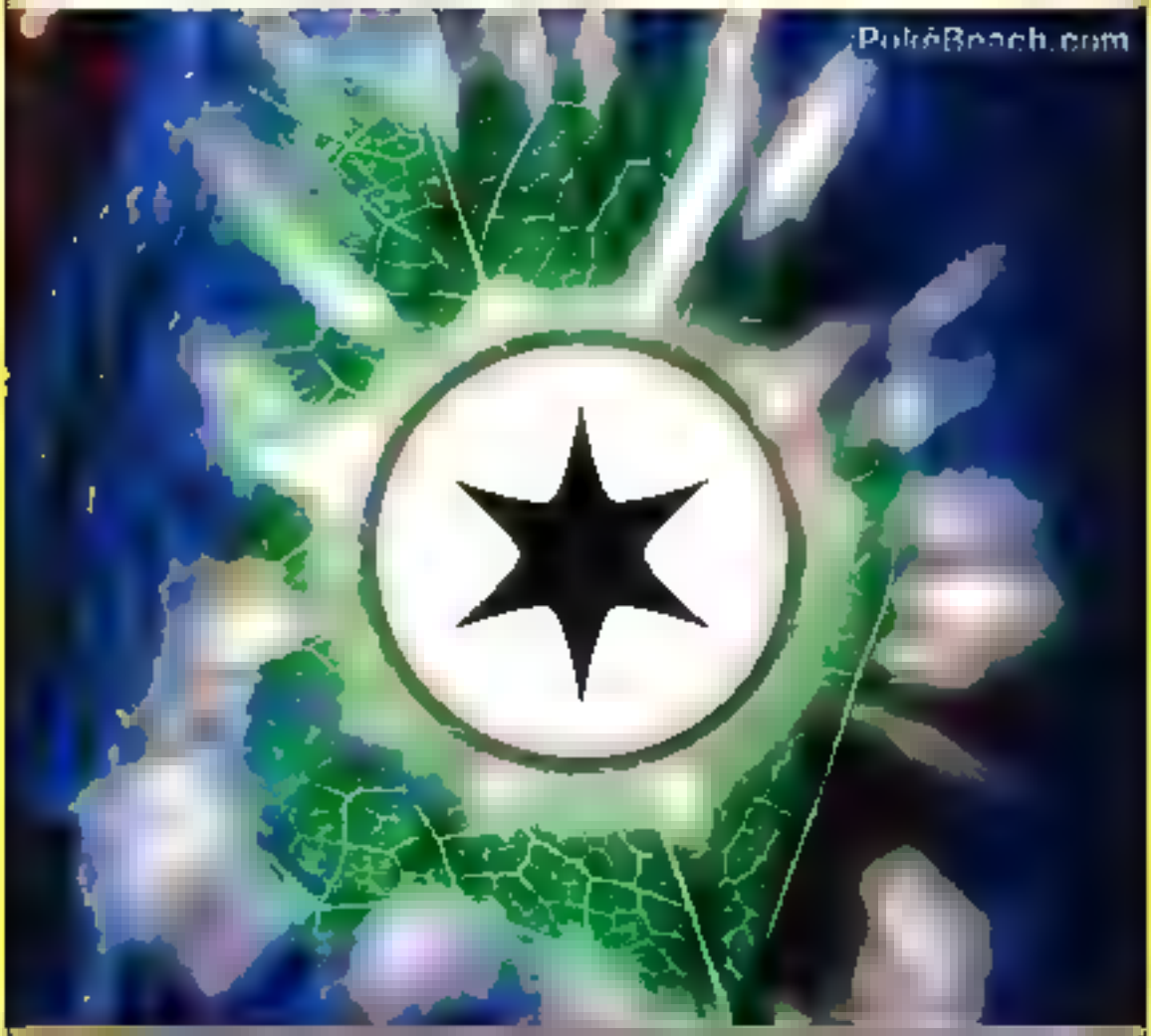
## Boost Energy

Special Energy Card

Boost Energy can be attached only to an Evolved Pokémon. Discard Boost Energy at the end of the turn it was attached. Boost Energy provides [C][C][C] Energy. The Pokémon Boost Energy is attached to can't retreat. If the Pokémon Boost Energy is attached to isn't an Evolved Pokémon, discard Boost Energy.

Illus. Shin-ichi Yoshikawa

ENERGY




## Heal Energy

Special Energy Card

Heal Energy provides ✦ Energy. When you attach this card from your hand to 1 of your Pokémon, remove 1 damage counter and all Special Conditions from that Pokémon. If Heal Energy is attached to Pokémon-ex, Heal Energy has no effect other than providing Energy.

Illus. Takumi Akabane

ENERGY

# Scramble Energy

Special Energy Card

Scramble Energy can be attached only to an Evolved Pokémon (excluding Pokémon-ex). Scramble Energy provides ● Energy while in play. If you have more Prize cards left than your opponent, Scramble Energy provides every type of Energy but provides only 3 in any combination at a time. If the Pokémon Scramble Energy is attached to isn't an Evolved Pokémon (or evolves into Pokémon-ex), discard Scramble Energy.

Illus. Takumi Akabane

# Crobat ex

130 HP

STAGE 2

Evolves from Golbat

Illus. Eric Jolda

When Pokémon ex has been Knocked Out your opponent takes 2 Prize cards

## Poké-POWER Distortion

Once during your turn (before your attack), if Crobat ex is your Active Pokémon, you may put 1 damage counter on 1 of your opponent's Pokémon. This power can't be used if Crobat ex is affected by a Special Condition

## Cross Attack 20×

Flip 4 coins. This attack does 20 damage times the number of heads. If you get 2 or more heads, the Defending Pokémon is now Confused.

## Pester 60+

If the Defending Pokémon is affected by a Special Condition, this attack does 60 damage plus 40 more damage.

weakness

resistance 30

retreat cost

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# Deoxys ex

100 HP

BASIC

Knocked Out
2 Prize cards

## Poké-POWER Form Change

Once during your turn *(before your attack)*, you may search your deck for another Deoxys ex and switch it with Deoxys ex. (Any cards attached to Deoxys ex, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys ex on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

## Energy Burst 10+

Does 10 damage plus 10 more damage for each Energy attached to Deoxys ex and the Defending Pokémon.

weakness

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# Deoxys ex

110 HP

BASIC

Illus. Mitsuhiro Arita

When Pokémon ex has been **Knocked Out** your opponent takes **2 Prize cards**

## Poké-POWER Form Change

Once during your turn *(before your attack)*, you may search your deck for another Deoxys ex and switch it with Deoxys ex. (Any cards attached to Deoxys ex, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys ex on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

## Psyburst 50+

You may discard 2 Energy attached to Deoxys ex. If you do, this attack does 50 damage plus 20 more damage for each Energy attached to the Defending Pokémon.

weakness

resistance

retreat



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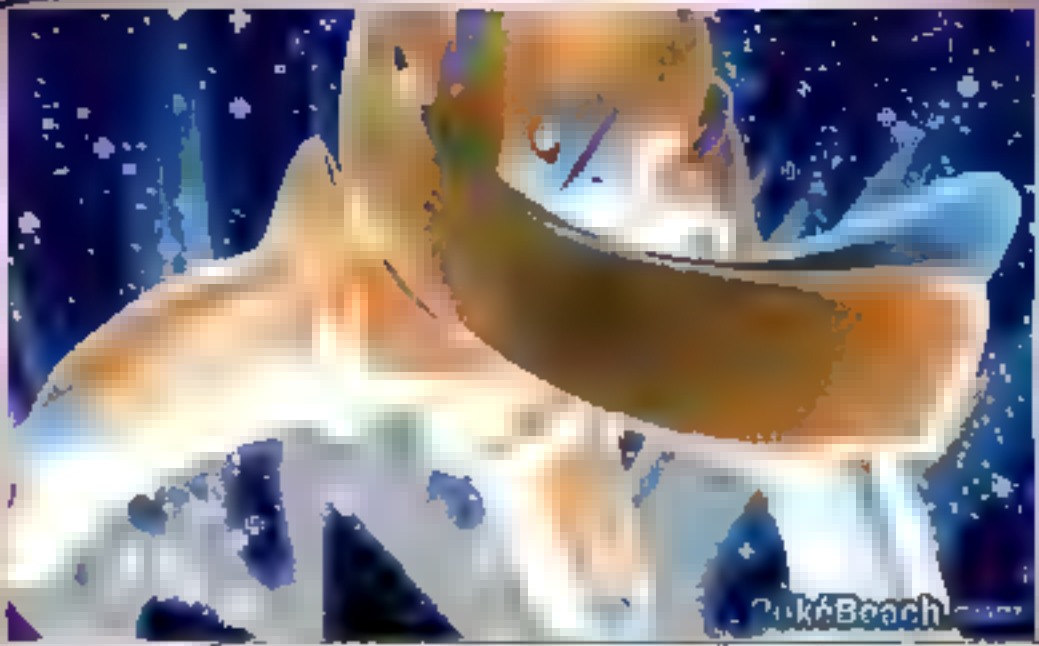
# Deoxys ex

90 HP



BASIC

Illus. Mitsuhiro Arita

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

**Poké-POWER** **Form Change**

Once during your turn *(before your attack)*, you may search your deck for another Deoxys ex and switch it with Deoxys ex. (Any cards attached to Deoxys ex, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys ex on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

★ ★ **Psychic Shield** 50

Prevent all effects of attacks, including damage, done to Deoxys ex by your opponent's Pokémon-ex during your opponent's next turn.

weakness resistance retreat cost

RGB-PXA-D4X

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# Hariyama ex

110 HP

STAGE 1

Evolves from Makuhita

Illus. Ryo Ueda

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

## Poké-BODY Commanding Aura

As long as Hariyama ex is your Active Pokémon, your opponent can't play any Stadium cards from his or her hand.

## Knock Off 40

Choose 1 card from your opponent's hand without looking and discard it.

## Pivot Throw 80

During your opponent's next turn, any damage done to Hariyama ex by attacks is increased by 10 *(before applying Weakness and Resistance)*.

weakness | resistance | retreat cost

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# Manectric ex

100 HP

STAGE 1

Evolves from Electrike

Illus. Hideyo Kojke

When Pokémon ex has been Knocked Out your opponent takes 2 Prize cards.

## Disconnect 40

Your opponent can't play any Trainer cards (except for Supporter cards) from his or her hand during your opponent's next turn.

## Mega Shot

Discard all Energy attached to Manectric ex and then choose 1 of your opponent's Pokémon. This attack does 80 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance -30 | retreat cost



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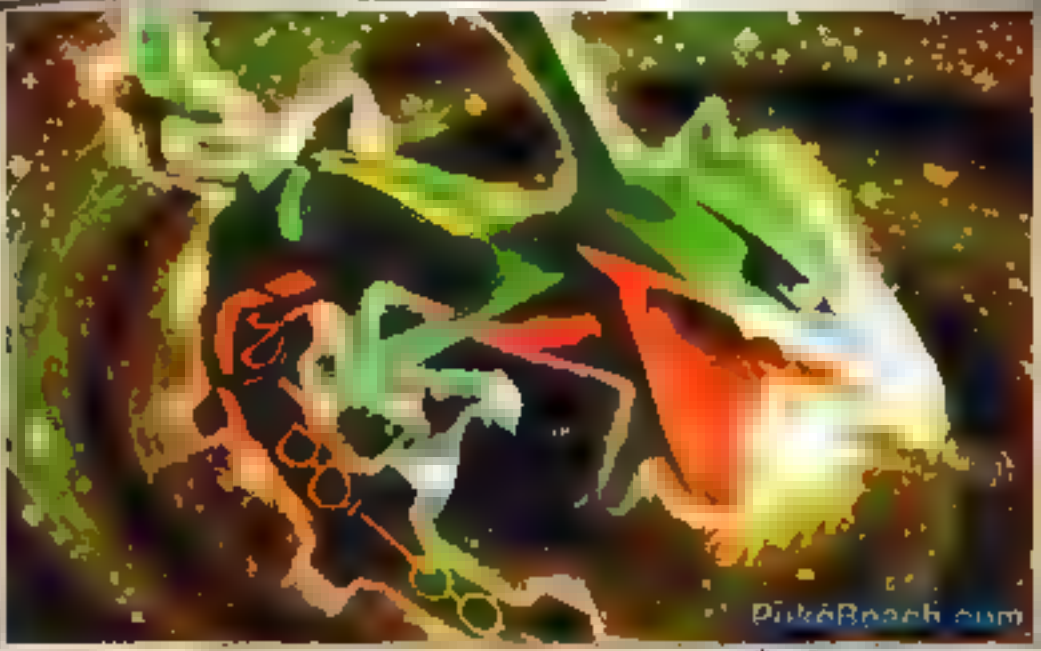
# Rayquaza *ex* 100 HP




BASIC

Illus. Shin-ichi Yoshikawa

When Pokémon ex has been **Knocked Out** your opponent takes **2 Prize cards**

**POKÉ-POWER** **Dragon Boost**

Once during your turn, when you put Rayquaza ex from your hand onto your Bench, you may move any number of basic Energy cards attached to your Pokémon to Rayquaza ex.

**Spiral Blast** 20×

Does 20 damage for each basic Energy card attached to Rayquaza ex.

weakness ★

resistance -30

retreat cost ★ ★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# Salamence ex

160 HP

STAGE 2

Evolves from Shelgon

Illus. Ikuko Koike

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

## Poké-BODY Dragon Lift

The Retreat Cost for each of your Pokémon (excluding Pokémon-ex and Baby Pokémon) is 0.

## Flame Jet

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

## Bright Flame 120

Discard 2 Energy attached to Salamence ex.

weakness

resistance -30

retreat cost

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# Sharpedo ex

100 HP

STAGE 1

Evolves from Carvanha

Illus. Hikaru Koike

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

**Drag Off** 20

Before doing damage, you may switch 1 of your opponent's Benched Pokémon with the Defending Pokémon. If you do, this attack does 20 damage to the new Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

**Darkness Blast** 60+

You may discard a Energy attached to Sharpedo ex. If you do, this attack does 60 damage plus 20 more damage and discard 1 Energy card attached to the Defending Pokémon.

weakness resistance -30 retreat cost

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Latias ☆
80 HP
Healing Light
10
Remove 1 damage counter from each of your Pokémon (including Latias ☆).
Shooting Star
50+
If the Defending Pokémon is Pokémon-ex, discard all Energy cards attached to Latias ☆ and this attack does 30 damage plus 100 more damage.

# Latios ☆ 80 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon ☆ in your deck.

## Miraculous Light 10

Remove 1 damage counter and all Special Conditions from Latios ☆.

## Shining Star 50+

If the Defending Pokémon is a Stage 2 Evolved Pokémon, discard all Energy cards attached to Latios ☆ and this attack does 50 damage plus 100 more damage.

Weakness | Resistance -30 | Retreat Cost

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# Rayquaza ☆ 90 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon☆ in your deck.

## Spiral Rush 30×

Flip a coin until you get tails. This attack does 30 damage times the number of heads.

## Holy Star

Discard all Energy cards attached to Rayquaza ☆. This attack does 100 damage to each of your opponent's Pokémon-ex. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance -30 | retreat cost

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ROCKET'S **Raikou ex** 100 HP

BASIC

Illus. Ryo Ueda

When Pokémon ex has been Knocked Out your opponent takes 2 Prize cards.

Poké-POWER **Lightning Burst**

Whenever you attach a Energy card from your hand to Rocket's Raikou ex, you may choose 1 of the Defending Pokémon and switch it with 1 of your opponent's Benched Pokémon. Your opponent chooses the Benched Pokémon to switch. This power can't be used if Rocket's Raikou ex is affected by a Special Condition.

**Thunderous Blow** 40+

Does 40 damage plus 10 more damage for each Energy attached to Rocket's Raikou ex.

R

weakness resistance retreat cost

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